VISIT…

HASKEN'S MANOR

A Short Adventure for Four 7th-Level Player Characters

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Hasken's Manor is a short D&D adventure for four 7th-level player characters (PCs), though it can be modified for higher- or lower-level play if desired (see the Scaling the Adventure sidebar).

The adventure is set in the small town of Haskenport, a minor port on the edge of a shallow sea. You can easily adapt it for any similar setting within your campaign world.

PREPARATION

You (the DM) need the D&D core rulebooks, including the *Player's Handbook*, the *Dungeon Master's Guide*, and the *Monster Manual*. This adventure utilizes the v.3.5 rules, but it can easily be used with the 3.0 rules as well.

You can place this adventure in any section of your campaign world that features a small port town. As always, feel free to adapt the material presented here as you see fit to make it work with your campaign.

To get started, print out this adventure (including the maps). Read through the scenario at least once to familiarize yourself with the situation, threats, and major NPCs (particularly their motivations).

This adventure has a psionic element, but notes have been provided to help you adjust the encounters if your campaign does not use psionics. It also features the church of St. Cuthbert, but any organized church that supports paladins would work equally well.

Text that appears in shaded boxes is player information that you can read aloud or paraphrase for the players at the proper times. Unshaded boxes contain important information for you.

ADVENTURE BACKGROUND

Haskenport is a small town at the edge of a shallow sea. It was founded about thirty years ago, when Reynard Hasken, a paladin of St. Cuthbert, decided to retire to the area. He built a manor and a small private dock, and his followers created the community nearby. The town would have stayed just a hamlet were it not for the discovery of an edible mushroom in the local seacaves.

At about the time of this discovery, a traveling gourmet happened to be aboard a ship that was forced to dock at the small port. Upon sampling the local mushrooms, he fell in love with them. He took a considerable number with him, and soon demand for them grew in his home city and its environs. Supplying mushrooms created a stable income for the town, and it grew to a modest size.

Though it is a functioning port, Haskenport receives little trade because only vessels with shallow drafts can put in here. Those merchants that take the trouble to trade here come for only one thing: the unusual variety of mushroom that has made Haskenport famous.

THE MANOR HOUSE

Some ten years ago, Reynard Hasken died of natural causes. He willed his manor house to the church of St. Cuthbert, but the priestess and her underlings cannot pay the high cost of its upkeep, and they have been unable to sell it thus far. Though they have removed some of the items of value from the house for safekeeping, they have made no attempt at the upkeep that the manor requires. Thus, it has slowly fallen into disrepair.

RECENT EVENTS

Three unconnected events have occurred in recent weeks. The combination of these occurrences has created the situation that now exists at the manor house.

The first event was the arrival of a roving band of hobgoblins at the manor house. These seven evil humanoids took up residence in the abandoned house and used it as a base of operations for several weeks. The local druid discovered their presence early on and informed the townsfolk. The mayor and the priestess Ana have now decided to seek help in ousting the evil humanoids.

The second event was an attack on a covey of hags in the nearby marshes by a paladin and his party. Only one hag, an annis named Genna, survived the assault. She killed the paladin and took his gear, including a *+1 greatsword* and a *phylactery of faithfulness*. Then she fled the marsh with two ogre bodyguards in tow. The three monsters happened upon the manor house, slew the hobgoblins, and moved in. The paladin has since been raised by his party, and he has been tracking the annis ever since, intending to finish the job he started and recover his property.

The third event was the enslavement of a group of skum by a tribe of neogi. The skum were previously the slaves of an aboleth living deep in the offshore seacaves. One of the skum, a psychic warrior named Kadre, had been looking for a way to escape from his master when he overheard a neogi asking the aboleth for a skum workforce to deal with an underwater dig. Kadre made sure he was part of the group assigned to the neogi, figuring that it might be easier to escape from them than from the aboleth. But after seeing how badly the neogi treated their slaves, he decided that his escape plan must also include his brother skum. He knew that recapture would be inevitable because of the neogi's enslavement ability, so he cast about for a way to protect himself from it. At last, he remembered a conversation he had had long ago with one of the aboleth's prisoners about an item called the *manacles of freedom*, which were supposedly hidden somewhere near the neogi's lair. He asked each new slave that the neogi acquired about this item, and eventually he learned that it had belonged to a paladin named Reynard Hasken, who had build a house on the coast. Kadre bided his time. At last, when he and three other skum were on a work detail far from the lair, they made a break to retrieve the manacles. Unbeknownst to Genna or the townsfolk, Kadre and the other skum entered the basement of Hasken Manor through the seacaves and began to search for their prize.

At this point, everyone in Haskenport knows that there are monsters in the manor house, but they believe those monsters to be hobgoblins. Genna and her ogres are living on the ground floor in the sitting room, and Kadre and the skum are in the basement searching for the *manacles of freedom*.

ADVENTURE SYNOPSIS

If the characters have not come to Haskenport expressly to deal with the problem at the manor house, they quickly learn of it through the townsfolk. Should they accept the mission to clear it out, they must deal with the new inhabitants when they arrive. While they are making their way to Hasken's Manor, Kadre and his fellow skum find the hiding place of the manacles. Unfortunately for them, they also run afoul of the item's guardian—a clay golem. By the time the PCs reach the basement, Kadre's accomplices are dead, and he is dying. Depending on how they react, they may find themselves embroiled in his plight.

ADVENTURE HOOKS

As DM, you know best how to involve your players and their characters in an adventure. You can use the following adventure hooks to spur your imagination, modifying them as necessary to make them appropriate for the characters' interests.

- The party is on the hunt for a particular item—magical or otherwise. Their research leads them to Hasken's Manor and the church of St. Cuthbert.

- The party cleric is asked by her church to perform a minor service for Ana Merkle, the town cleric of Haskenport. She asks that the party help one of her parishioners, Stiles Hasken, to claim his inheritance—an old manor house—by clearing out the hobgoblins that have taken up residence there.
- The townsfolk need a group of adventurers to deal with a monster threat at the manor. Valeri Vuoso puts out a call through the local thieves' guild and posts public notices for a group willing to take on the job. She sees any group that answers her call as a potential source of income as well as additional protection for the town, since adventurers might be interested in purchasing the manor after clearing it out.

HASKENPORT

Haskenport is divided into two wards, each with its own security force. A fence and gate separate the two sections, though this arrangement does not present a serious obstacle to those intent on passage.

The easiest approach to town is by boat, since the lone road that leads to Haskenport is winding and in poor condition.

Town Ward: The town ward is inhabited primarily by followers of St. Cuthbert, and they don't tolerate the normal ruffians associated with seaport towns. This section is relatively quiet, and its people go about their everyday lives in peace.

Port Ward: Visitors to town usually stay in the port ward, since all the inns and taverns are located there. Merchants and friends of longtime residents sometimes visit the town ward, but others tend to find it quite dull.

The port can service small ships, and most goods of interest to adventurers can be purchased near the docks. Prices for goods are about 10% above normal because the town is relatively small and difficult to reach by standard merchant ship.

♛ **Haskenport (small town):** Conventional (mayor); AL LG; 800-gp limit; Assets 44,000 gp; Population 1,100; Mixed (852 humans, 97 halflings, 56 elves, 28 dwarves, 26 gnomes, 21 half-elves, 20 half-orcs).

Authority Figures: Valeri Vuoso, female human rogue 4; Olin Tallman, male human fighter 6; Rastel Lynch, male half-elf fighter 3.

Important Figures: Osgold Timmerman, male human commoner 10; Tam Durgan, female half-orc warrior 7; Ana Merkle, female human cleric 4; Bettencourt, male elf druid 6; Benji Grierson, male human ranger 5.

Others: Warrior 3 (4), warrior 2 (7), warrior 1 (50), bard 3 (1), bard 1 (2), cleric 2 (2), cleric 1 (4), expert 5 (1), expert 3 (3), expert 2 (5), expert 1 (29), fighter 2 (5), fighter 1 (14), rogue 2 (3), rogue 1 (12), commoner 3 (5), commoner 2 (102), commoner 1 (843).

IMPORTANT RESIDENTS

The PCs may have occasion to talk with any or all of the following persons while in town.

Valeri Vuoso (Mayor): Although Valeri is respected, everyone knows that she won the election on her looks.

Olin Tallman (Constable): Olin has one fighter and eight warriors as deputies to help him maintain the peace. He can also call upon Osgold Timmerman's security force, plus fifty warriors and commoners, in case of emergency.

Rastel Lynch (Deputy): Rastel is one of Olin's authorized deputies. He takes care of the night watch.

Osgold Timmerman (Dock Security Chief): Timmerman maintains security at the docks. He has a force of ten half-orc warriors under his command.

Tam Durgan (Dock Security Captain): Tam heads Timmerman's dock security force. She is quite fond of Rastel.

SCALING THE ADVENTURE

Hasken's Manor is designed for a party of four 7th-level adventurers, but it can easily be modified to present an appropriate challenge for parties of different sizes or levels. Consider adapting the adventure as follows.

Four 5th- to 6th-Level PCs: Run the adventure as written, but with the following changes.

- Remove Genna's bodyguards in area 4 of the manor.
- Reduce the hit points of the astral constructs in area 11 by 25%.

Four 8th- to 9th-Level PCs: Run the adventure as written, but with the following changes:

- Change Genna's bodyguards to hill giants in area 4 of the manor house.
- Increase the hit points of the astral constructs in area 11 by 25%.

Ana Merkle (Priestess): Ana is a cleric of St. Cuthbert. She runs the temple in Haskenport.

Bettencourt (Druid): Bettencourt is the local druid. He knows the forest and the surrounding area, and he has determined that the underground network of seacaves below the town is not a threat to the local populace. He spends a great deal of time with Benji Grierson.

Benji Grierson (Explorer): The ranger is an avid explorer of the ocean and the surrounding seacaves. He knows there is a network of underground chambers in the area, and he has explored a great many of them, though not the one beneath the manor house.

BEGINNING THE ADVENTURE

This adventure consists of two freeform encounters, which should be run in the order presented, and a site-based section (the manor house). Encounter areas in the manor are keyed to the maps.

A. Arrival

The characters find themselves in the town of Haskenport. The best means of travel to town is by boat, since the lone road leading to it is winding and in poor shape.

> The sights and smells of the sea permeate the air of this small town. One ship is being unloaded in the harbor, and two small fishing boats rest at anchor in the quay. Sailors bustle about, and a couple of vendors offer fruit and cooked fish at dockside. A tall half-orc woman dressed in leather armor stares intently at visitors near the docks.

The woman is Tam Durgan, head of the port ward's security force. Though she is a bit on the brusque side, she tries to be pleasant as she questions newcomers (including the PCs) about their reasons for being here. Unless they took pains to look like common people, it's quite obvious to her that they are not the typical kind of visitors that Haskenport receives.

If the PCs seem evasive about answering her questions, she ends the interview and allows them to carry on, though she and the other half-orc guards watch their actions carefully, making no effort to hide their scrutiny. On the other hand, if they present themselves and their purpose in town in a straightforward manner, Tam personally escorts them to the gate and into the town ward. A town guardsman then leads them wherever they wish to go.

B. Investigation

Whoever presents the problem at the manor to the PCs, the basic offer is the same. In exchange for the elimination of the hobgoblins believed to infest the manor, the party will receive free room and board, minor healing if needed, and 100 gp per character. In addition, the PCs may keep anything they take from the monsters, but they must return any furnishings from the house that come into their possession. Anyone in town can tell the characters how to get to the manor, and they can get a simple floor plan from the mayor's office if desired.

The various important people in town know the following pieces of information, which they freely provide if asked.

Valeri Vuoso: A small band of hobgoblins, most likely four to six individuals, is living in the manor house. She thinks it may just be a group travelling through, but she doesn't like to take chances.

Rastel Lynch: The deputy has seen figures near the manor at night, but they haven't gotten close enough to him for identification.

Ana Merkle: Ana knows as much as Valeri does, but she can also arrange for the characters to meet with Bettencourt and Benji if they wish.

Bettencourt: The druid has seen the hobgoblins—all seven of them. He didn't consider them a threat, so he left them alone. They seem to have taken up residence in the manor, and they usually keep a fire lit at night.

Benji Grierson: Benji didn't know that a group of hobgoblins had moved into the manor. Had he realized it, he would have dealt with them himself. He has been searching out the latest seacave and has recently found another entrance to an underground network of passages.

THE MANOR OF LORD HASKEN

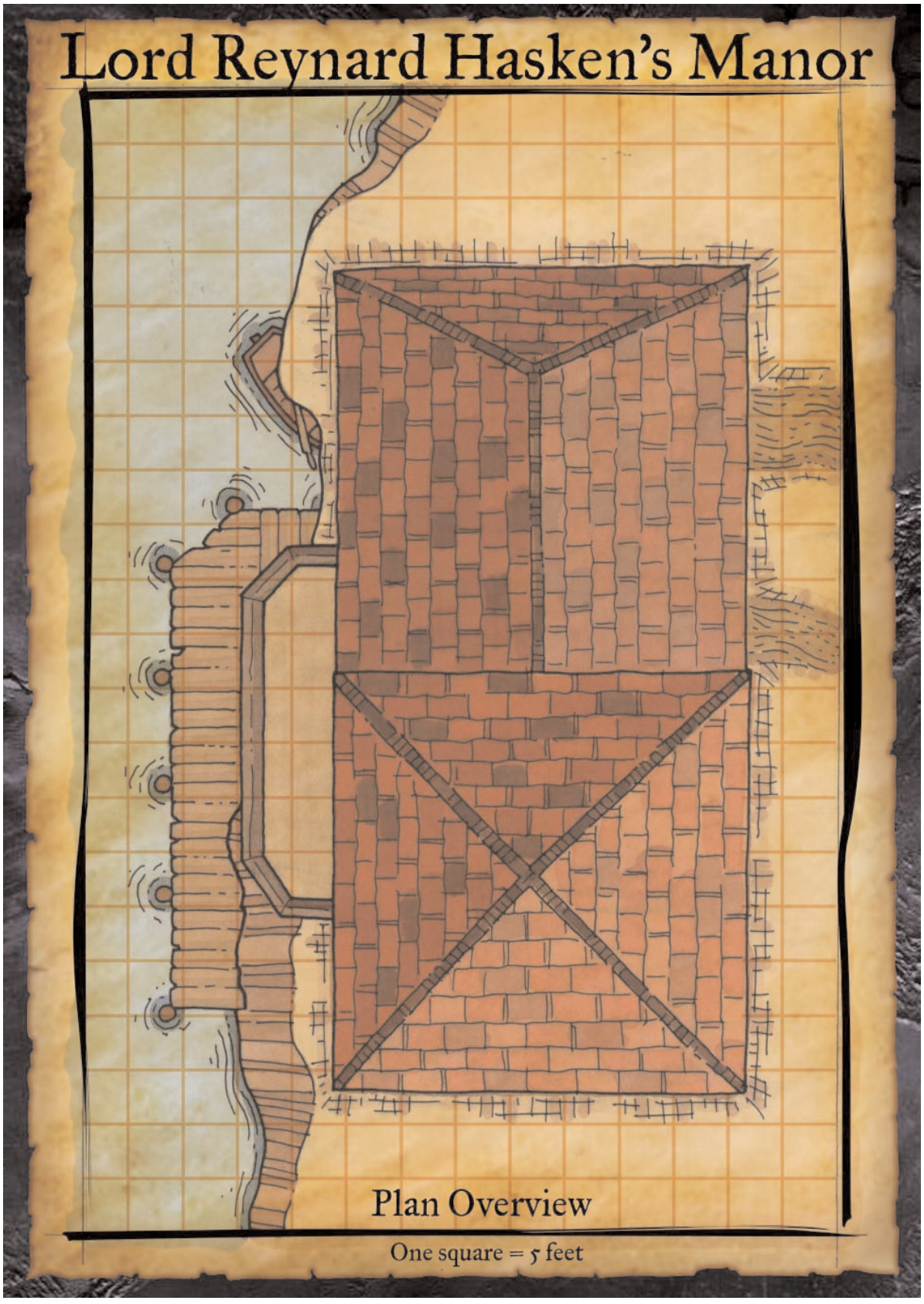
The mansion is a two-story structure built of local limestone The building is weathered from constant exposure to sea and wind, but a decade of neglect has also taken its toll.

Exterior

Read or paraphrase the following as the characters approach the manor house.

> The manor is an imposing structure built of weathered limestone. It has a clay tile roof and polished blue-green coral for trim. Tiles are missing from the roof, plants grow up all the walls, and the yard is overgrown with weeds.

Lord Reynard Hasken's Manor



Plan Overview

One square = 5 feet

The building has two entrances—a wooden door reinforced with metal strips in the central part of the building, and an intricately carved set of wooden doors on the right side of the front section. The central door is so warped that it doesn't quite close properly, and the double doors seem to be swollen shut. Next to the warped single door is a broken window.

PCs who approach by day see smoke drifting from the chimney, and those who come by night see lights inside. The lights and smoke come from area 4, where Genna and her ogre bodyguards live.

The entire interior of the house is mildewed, and the odor renders the scent ability useless for acquiring any other information.

There are four ways to enter the house: the reinforced wooden door leading into the foyer (area 1), the double doors leading into the chapel (area 2), the broken window leading into the dining room (area 3), and the entrance to the basement (area 8) by the docks. Only the broken window entrance offers a way to get in quietly; all other entrances make enough noise to alert Genna (see area 4).

1. The Foyer

The door leading into this room from the outside doesn't shut properly. The wood is warped, and the metal bands reinforcing it are corroded and rusty. Unless the party takes measures to silence the door, it opens with a loud shriek of metal on metal that alerts Genna and her group (see area 4).

The foyer is littered with natural debris that has drifted in through the partially open door. Pegs in the walls provide places to hang cloaks, and a couple of low benches allow for storage of boots. Hanging from the ceiling is an oil lamp suspended on a corroded brass chain.

Another door leads to the chapel (area 2), and archways provide access to the dining room (area 3) and the sitting room (area 4).

2. The Chapel

The double doors connecting the outside world with this room are swollen shut. Forcing them open is easy (Strength DC 10), but doing so snaps one door from its hinges with a loud crack. The noise alerts Genna and her group (see area 4).

This area is obviously a chapel dedicated to St. Cuthbert. Several pews face an altar, and the walls are lined with brass oil lamps—twelve in all—in severe need of cleaning. No holy symbol graces the altar, but nine floor-to-ceiling stained glass windows depict the magnificence of St. Cuthbert. Remarkably, all are still intact. Two doors provide access to the interior of the house.

The chamber is still *hallowed*, though the additional spell effect has long since worn off. The holy symbol and the tapestries that once graced the walls were taken to the main church in town for safekeeping after Lord Hasken's death.

One of the two interior doors leads to the foyer (area 1), the other to the sitting room (area 4).

Rotted Wooden Doors: 1-1/2 in. thick; hardness 5; hp 10; Break DC 21.

3. Dining Room

Read or paraphrase the following when the characters enter the dining room.

This chamber holds a modest dining table and four matching chairs. A broken window gives access to the outside, and a small cabinet stands in the corner. A hanging oil lamp and four brass lamps, now corroded with age, once provided cheery light to dinner guests. An archway and a simple wooden door lead to other parts of the house.

The cabinet is unlocked and contains an intact washbasin, barely recognizable under the layers of mold and moss that have accumulated on it. The archway leads to the foyer (area 1), and the wooden door to the kitchen (area 5).

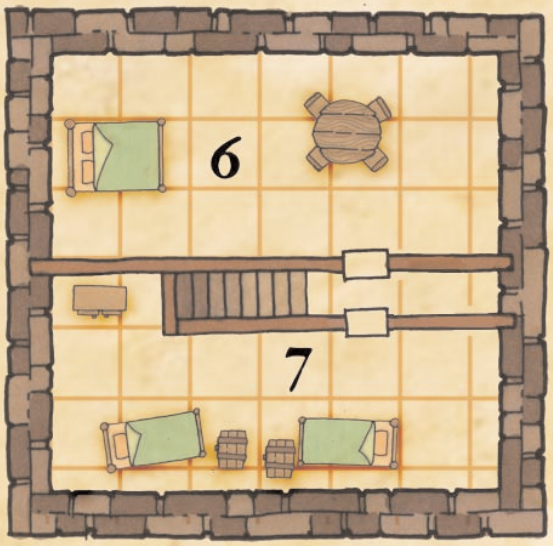
4. The Sitting Room (EL 7)

Genna and her ogre bodyguards have made this chamber their lair. Read or paraphrase the following when the PCs enter.

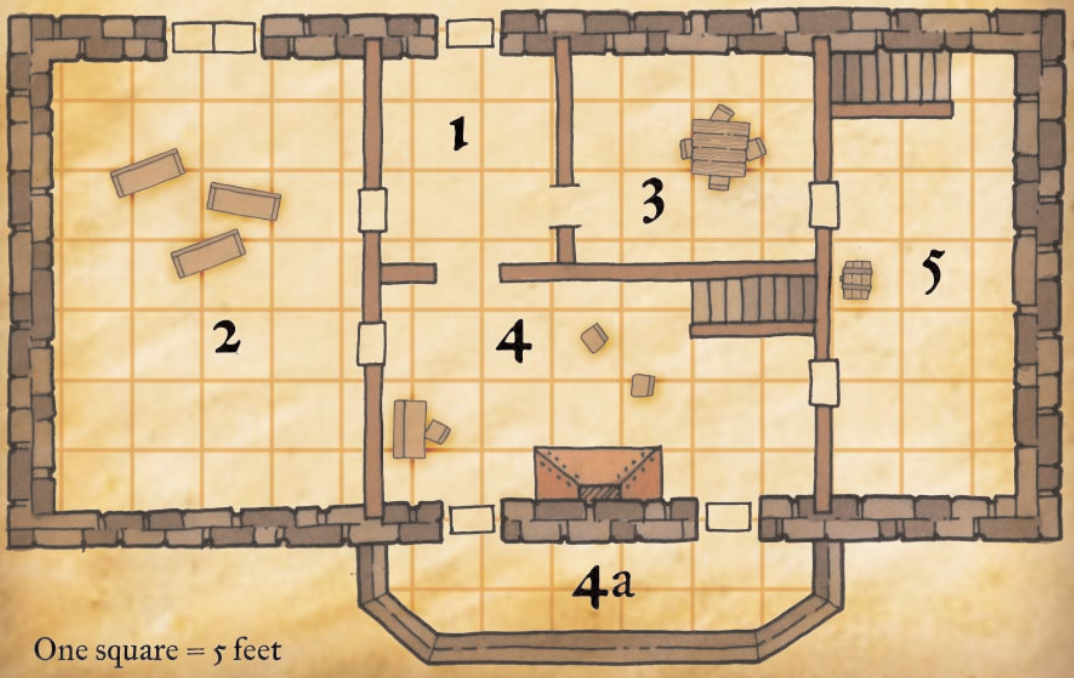
A fire crackles merrily in the hooded copper fireplace that occupies the center of the room, and the smell of roasting meat wafts from it. Its chimney carries the smoke up through the ceiling to the outside. Two once-comfortable chairs, now stained with mildew, flank the fireplace. A small writing desk stands nearby. Bookshelves ring the walls, but the few remaining books have obviously suffered badly from the ravages of time and the elements. An archway, four doors, and a set of stone stairs lead from this room.

Lord Reynard Hasken's Manor

Upper Floor



Main Floor



One square = 5 feet

If the PCs managed to enter the house stealthily, they find Genna in her true form (that of a tall, scraggly looking female humanoid) tending the roasting meat in the fireplace, and her two ogres lounging in the chairs. If they alerted the inhabitants of this room by making noise elsewhere within the house, refer to the Tactics section below.

Creatures: Genna the annis and her two ogre bodyguards live here.

Genna: Female annis; CR 6; Large monstrous humanoid; HD 7d8+14; hp 45; Init +1; Spd 40 ft.; AC 20, touch 10, flat-footed 19; Base Atk +7; Grp +18; Atk +13 melee (1d6+7, claw) or +10 melee (2d6+11/19–20, *+1 greatsword*); Full Atk +13 melee (1d6+7, 2 claws) and +8 melee (1d6+3, bite) or +10/+5 melee (2d6+11/19–20, *+1 greatsword*) and +8 melee (1d6+3, bite); Space/Reach 10 ft./10 ft.; SA improved grab, rake 1d6+7, rend 2d6+10, spell-like abilities; SQ damage reduction 2/bludgeoning, darkvision 60 ft., spell resistance 19; AL CE; SV Fort +6, Ref +6, Will +6; Str 25, Dex 12, Con 14, Int 13, Wis 13, Cha 10. Height 8 ft. 0 in.

Skills and Feats: Bluff +8, Diplomacy +2, Hide +5, Intimidate +2, Listen +10, Spot +10; Alertness, Blind-Fight, Great Fortitude.

Improved Grab (Ex): To use this ability, Genna must hit a Large or smaller opponent with one claw.

Rake (Ex): Attack bonus +13 melee, damage 1d6+7. Genna can attack a grappled foe with both claws at no penalty.

Rend (Ex): Requires hit with both claws; deals 2d6+10 points of damage.

Spell-Like Abilities: 3/day—*disguise self, fog cloud*. Caster level 8th.

Possessions: *+1 greatsword, phylactery of faithfulness, potion of detect thoughts, potion of healing*, onyx-encrusted gold bracelet (worth 600 gp), 400 gp in various coins.

Ogres (2): hp 26.

Possessions: Hide armor, greatclub, 100 gp in various coins.

Tactics: If the PCs don't take pains to enter the house silently, Genna and the ogres use the time until their arrival to prepare for a fight. Genna uses her *disguise self* ability to assume the form of a human adventurer and imbibes her *potion of detect thoughts*. Meanwhile, the ogres move to the kitchen (area 5) to hide and await her signal to ambush the intruders.

If the three monsters succeed in preparing as described, add the following to the above description of the room.

> A female voice cries out, "Who's there?" Moments later, a very tall human woman with red hair enters, brandishing a greatsword. She wears a leather tunic trimmed with fur, doeskin breeches, soft boots, and a short fur cloak. "Are you here for the hobgoblins?" she asks. "Sorry to disappoint you, but I got to them first. Was there a reward?"

Genna expects to be able to talk to the PCs for a few moments. If they seem openly hostile or manage to see through her disguise, she attacks while calling for her ogre bodyguards, who show up the following round. Otherwise, she spins a tale while she tries to set the PCs up for an ambush. She tells the characters the following in answer to their questions.

- "My name is Genna. I come from up north. I was adventuring in these parts with some others from my tribe."
- "I've been here for about a day, recovering from a few injuries I got when my last camp was invaded by bandits. I got one of them, but they killed the rest of my group, and I had to run."
- "I hid out here because I figured the bandits might try to come after me."
- "There were some hobgoblins camped out here when I arrived, so I killed them and tossed them over the balcony rail."
- "I'll be on my way soon; I wasn't really intending to stay long."

As soon as she can direct the topic to the hobgoblins, she tries to lead a fighter-type from the party out to the balcony (area 4a) on the pretext of showing him their dead bodies. If someone goes with her, she points over the railing and says they're down there. Anyone who looks where she directs can indeed see the bodies of seven dead hobgoblins on the rocks below. But as soon as the character leans over to see, she immediately tries to throw him over as well. To do so, she must grapple her target and achieve a pin. The fall deals 1d6 points of damage.

As soon as she makes her grapple attempt, she shouts for her companions, who rush from the kitchen to attack. Once she has dealt with any immediate threats, she joins the ogres in fighting the remaining PCs.

Development: If the PCs have not yet encountered Kadre, they hear a loud thump and a scuffle from below immediately after dealing with Genna and her bodyguards. This noise marks the end of the combat

between Kadre and the clay golem in the vault (area 11). Keep track of the rounds that pass from now until the characters reach area 11 so that you can determine whether Kadre is still alive when they get there.

The archway leads to the foyer (area 1), one door leads to the chapel (area 2), another to the kitchen (area 5), and the other two lead to the balcony (area 4a). The stone stairs lead to a small landing on the second floor.

The writing materials once kept in the desk are long gone, but three salvageable books remain on the shelves. One details the teachings of St. Cuthbert, one chronicles the building of the town, and the third is a journal kept by Lord Hasken in his younger days. Anyone who reads Reynard's journal can easily tell that he was a simple, practical man.

4a. The Balcony

Read or paraphrase the following when the PCs reach this area.

> This balcony is constructed of limestone and blue-green coral, like the rest of the house. It overlooks the harbor, giving a view that would be even more stunning at night, under the light of a full moon.

A pair of doors leads back to the sitting room (area 4).

5. The Kitchen

This long, narrow room is the kitchen. It is uninhabited unless the ogres from area 4 are hiding here.

> Equipped to provide for a lord and all his retainers, the kitchen features several stone counters, wooden cabinets, a large washbasin, and a sizable cookstove. Any foodstuffs that were once here, however, have long since been scavenged. Most of the surfaces are covered with a layer of mildew, and the cabinets are hanging open. Two doors provide access to other areas on the ground floor, and a flight of stone steps leads down.

Anyone checking the stove (Search DC 12) discovers that a family of mice has moved into it. One door leads to the dining room (area 3), and another to the sitting room (area 4). The stone stairs lead down to the basement (area 8).

6. Master Bedroom

This chamber served as Reynard's bedroom. Read or paraphrase the following when the PCs enter.

> An oversized bed and a large wooden wardrobe dominate this chamber. In one corner stands a washbasin. Brighter patches on the walls show where paintings and a full-length mirror used to hang. All the furniture is worn and faded. The room has only one door and one window.

The door leads to the small landing on the stairs. The wardrobe contains a few old clothes.

Treasure: A thorough search of the wardrobe (Search DC 15) reveals a hidden compartment in the bottom. Within it is a locked steel box covered with rust. The rust raises the DC for picking the lock by +2. Inside the box is a silver ring set with a single ruby (worth 50 gp) and several unsent love letters signed "Reynard." They bear no names or addresses.

Rusted Steel Box: 2 in. thick, hardness 8, hp 60, AC 12, Break DC 28.

7. Guest Bedroom

This room contains two beds covered with rotting linens, a pair of trunks, and a stand with a washbasin.

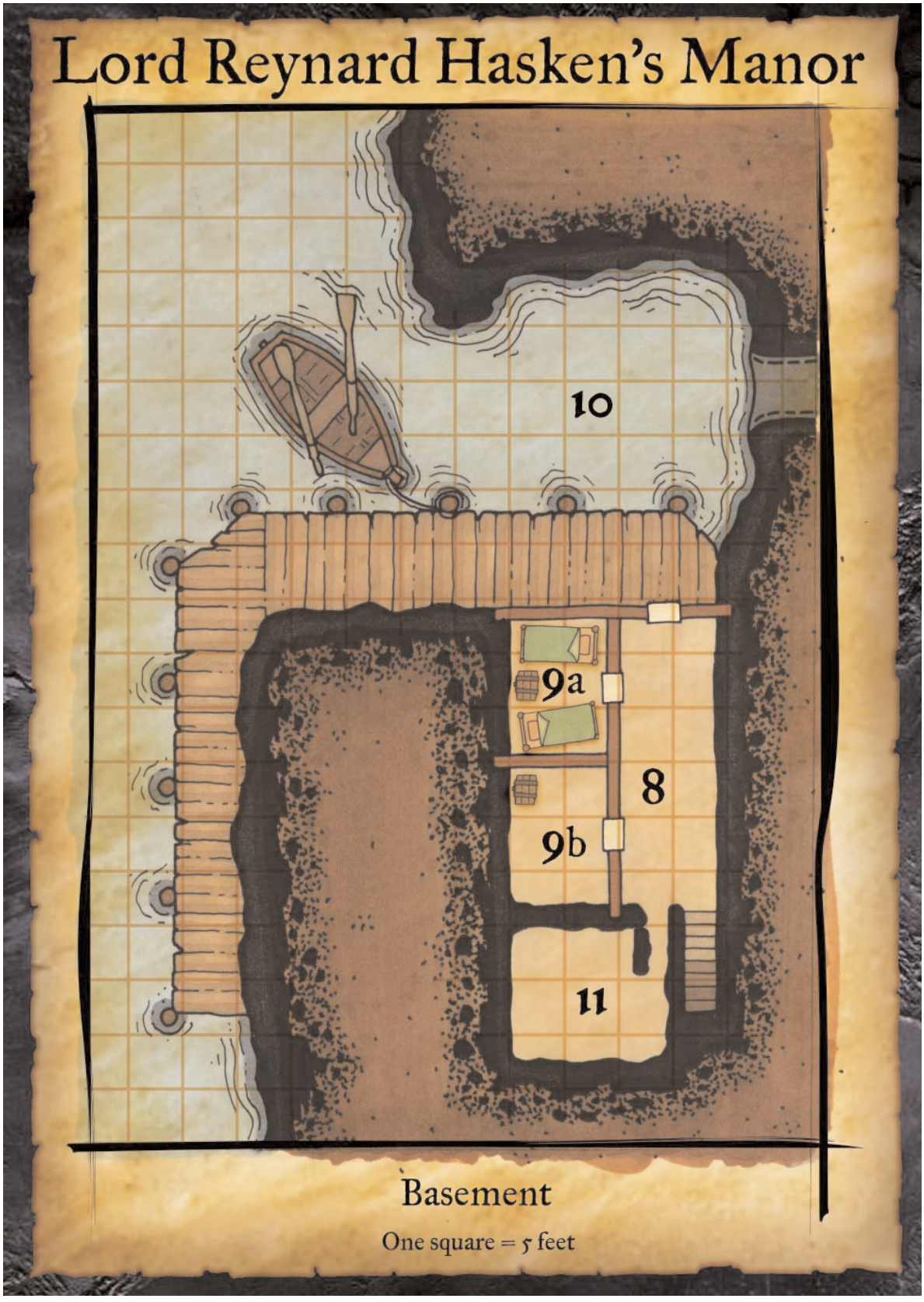
8: The Basement (EL Special)

The stairs from the kitchen lead down to the main basement area. Read or paraphrase the following when the characters enter.

> Dry goods, oil, and other supplies are stored here, but judging from the smell and the vermin crawling in and out of bins, the supplies remaining here now are long past usefulness. Sooty patches on the walls show where three oil lamps used to hang, but they are missing. This chamber has two wooden doors, a steel door, and a stone door. Both the steel and the stone door stand wide open. A reptilian humanoid lies face-down on the floor.

The humanoid is Kadre, who is still alive but dying. His hit points have dropped below 0—how far below depends on how long it took the characters to arrive. If the characters entered the manor by the basement door, he currently has –2 hp. If they came here after fighting Genna, his hit points fell to –1 in the round after they heard the noise and have dropped by –1 each round thereafter.

A quick look inside the stone door reveals the dead bodies of three more skum in the adjoining chamber.


Lord Reynard Hasken's Manor
10
9a
8
9b
11
Basement
One square = 5 feet

The two wooden doors lead to the servants' quarters (areas 9a and 9b). The steel door leads to the seacave (area 10), and the stone one to the vault (area 11). The stone door is actually a secret door, but little secrecy remains now that it is open.

Creature: Kadre is the only creature left alive in this room.

Kadre: Male skum psychic warrior 8; CR 10; Medium aberration (aquatic); HD 2d8+4 plus 8d8+16; hp –1 to –9 (variable depending on time passed; normal hp 65); Init +7; Spd 40 ft., swim 40 ft.; AC 19, touch 13, flat-footed 16; Base Atk +7; Grp +12; Atk +12 melee (2d6+5, bite) or +14 melee (1d8+9/[TS]3, masterwork shortspear); Full Atk +12 melee (2d6+5, bite) and +7 melee (1d4+2, 2 claws) or +14/+9 melee (1d8+9/[TS]3, masterwork shortspear) and +7 melee (2d6+5, bite); SA psionics, rake 1d6+2; SQ amphibious, darkvision 60 ft., power points 21/day; AL N; SV Fort +8, Ref +5, Will +8; Str 21, Dex 16, Con 15, Int 12, Wis 13, Cha 9.

Skills and Feats: Autohypnosis +7, Climb +9, Hide +9, Listen +9, Move Silently +6, Spot +9, Swim +13, Use Psionic Device +1; Alertness, Improved Initiative, Inertial Armor, Iron Will, Power Attack, Speed of Thought [TS]2, Weapon Focus (shortspear), Weapon Specialization (shortspear).

Psionic Attack/Defense Modes (Sp): Ego Whip, Mind Thrust/Empty Mind, Thought Shield.

Rake (Ex): Attack bonus +0 melee, damage 1d6+2. Kadre also gains two rake attacks when he attacks while swimming.

Powers Discovered: 0—*float, know direction, talons;* 1st—*combat precognition, lesser metaphysical body, lesser metaphysical weapon;* 2nd—*animal affinity, combat prescience, painful touch;* 3rd—*displacement.*

Possessions: Masterwork shortspear, *third eye of psionic sight, power stone* (*negate psionics*; manifester level 8th).

Kadre (Nonpsionic): Male skum fighter 3/sorcerer 5; CR 10; Medium aberration (aquatic); HD 2d8+4 plus 3d8+6 plus 5d4+10; hp 87; Init +3; Spd 40 ft., swim 40 ft.; AC 11, touch 9, flat-footed 11; Base Atk +9; Grp +14; Atk +14 melee (2d6+5, bite) or +16 melee (1d8+7/[TS]3, masterwork shortspear); Full Atk +14 melee (2d6+5, bite) and +9 melee (1d4+2, 2 claws) or +16/+11 melee (1d8+7/[TS]3, masterwork shortspear) and +9 melee (2d6+5, bite); SA psionics, rake (1d6+2); SQ amphibious, darkvision 120 ft.; AL N; SV Fort +6, Ref +1, Will +11; Str 21, Dex 9, Con 15, Int 12, Wis 13, Cha 13.

Skills and Feats: Climb +10, Concentration +7, Hide +3, Knowledge (arcana) +6, Listen +8, Move Silently +2, Spellcraft +8, Spot +8, Swim +13; Alertness, Improved Initiative, Iron Will, Power Attack, Weapon Focus (shortspear).

Rake (Ex): Attack bonus +0 melee, damage 1d6+2. Kadre also gains two rake attacks when he attacks while swimming.

Sorcerer Spells Known (6/7/4; save DC 11 + spell level): 0—*daze, detect magic, mage hand, ray of frost, read magic, resistance;* 1st—*chill touch, hypnotism, mage armor, magic missile;* 2nd—*cat's grace, knock.*

Possessions: Masterwork shortspear, *headband of magic detection,* scroll of *dispel magic* (caster level 8th).

Development: Kadre automatically fails any stabilization checks made without aid. If the characters allow him to die, they can loot his body and continue exploring the house. If they revive him, he is very grateful and tells them the following in answer to appropriate questions.

- "My name is Kadre, and I has some unusual powers."
- "My brothers and I came here seeking the *manacles of freedom*. I'm not sure exactly what they are, but I'm certain they will aid us in freeing our people from enslavement by a neogi tribe."
- "Our search led us to this house, and I found the secret door. I had figured on a trap to protect the *manacles,* but I hadn't planned for a guardian. The stone statue inside that room nearly finished us all."

Kadre tries to bargain with the characters to help him get the manacles. He has nothing to offer them in return except aid with their own mission. If they seem willing to aid him in overcoming whatever traps remain, he also tries to win their aid against the neogi. In return for their help in such an endeavor, he offers them the riches of the neogi, since he and his people truly don't need them.

If the PCs get the manacles and then refuse to let him have them, he accepts their decision with as much grace as he can muster, then makes an escape to the water as soon as possible. Once he recovers fully, he does his best to steal the manacles later. If the PCs allow him to have the manacles but decide not to help him free his people, he accepts their decision and goes on his way when the item is his.

9 a & b. Servants' Quarters

These two rooms once housed Reynard's servants. The wooden doors are warped and difficult to open. The two chambers are almost mirror images of each other. Each contains two beds, a simple set of shelves for storage, and two lamps, one on either side of the room.

10. Seacave

The rusted steel door stands open to a seacave. The dock at the seaward side of the house was built into the cave to allow access to the basement from the outside, since the ceiling is not high enough for any boat with a sail to enter. This seacave was the route the skum took to get into the house. Read or paraphrase the following when the PCs investigate this chamber.

> This natural cavern opens to the sea. Water fills it to a level just below the rusted steel door. A rotting wooden dock runs past the door, providing access to the basement for anyone docked outside. The ceiling is only about 7 feet above the dock. The water here must be fairly deep, since the bottom is not visible, even though the water is quite clear.

At the back of the cave is an underwater passage that leads to the underground tunnels where the neogi have their skum slaves working. The passage lies underwater for a total distance of 100 feet. Kadre knows this area well, since he traveled through it to get here.

A successful Swim check allows a swimming character to move at one-half her speed as a full-round action, or one-quarter of her speed as a move action. Thus, a normal human who can move at 30 feet should be able to swim at 15 feet per round, getting through the underwater portion of the tunnel in 7 rounds if she doesn't fail any checks. She must hold her breath to swim underwater, and she can do so for a number of rounds equal to her Constitution score so long as she takes only move actions or free actions. Taking a standard action or a full-round action reduces the duration that she can hold her breath by 1 round. After that duration expires, the character must make a DC 10 Constitution check to continue holding her breath. A new check is required each round (DC 10, +1 per previous check). If the character fails the Constitution check, she begins to drown (See Suffocation and Drowning in the *Dungeon Master's Guide*).

11. The Vault (EL 8)

This area is where Reynard kept his most valuable treasures. It was guarded by a clay golem and a trap, but the clay golem went berserk and left the premises after fighting the skum. Read or paraphrase the following aloud when the PCs arrive.

> The walls of this cavern are perfectly smooth and lit by veins of crystal that glow with a reddish light. The stone door looks as if it would fit seamlessly against the jamb. It has no handle on the outside, but there is a carved wooden handle on the inside. The only objects within this chamber are a large black box and the bodies of three reptilian humanoids, apparently freshly dead.

The light from the glowing crystal is the equivalent of torchlight. The clay golem is no longer here—it went berserk after fighting the skum and charged off through the seacave. It is currently headed down the tunnel toward the neogi encampment, where it will spread considerable death and destruction among Kadre's enemies before they manage to kill it.

The box detects as psionic (or magic, if you aren't using psionics), and it is locked (Open Lock DC 25) and trapped (Disable Device DC 31). Opening the box without the key (currently in the possession of the church of St. Cuthbert, along with the rest of Reynard's items of value) sets off the trap.

Astral Construct VII Trap: CR 8; psionic device; touch trigger (opening the box); automatic reset; lock bypass (Open Lock DC 25); psionic power (manifests one of three groups of astral constructs; see below); Search DC 32; Disable Device DC 32. Cost: 5,250 gp, 420 XP.

This trap manifests *astral construct VII*, bringing forth one of the following combinations of astral constructs. Either roll randomly to see which group appears or choose the one you feel is best for your party. This effect works like a *monster summoning* spell, except that effects that provide protection from summoned creatures do not work against the constructs.

A *negate psionics* (or a *dispel magic*) effect disarms the trap for 1 round per manifester level (or caster level). Kadre's *power stone* can negate the trap for 8 rounds. If the PCs don't get the box open, emptied, and closed while the trap is disarmed, it triggers.

Group 1: 6th-level astral construct; CR 7; Large construct; HD 10d10; hp 85 +16 temporary; Init +2; Spd 50 ft.; AC 22, touch 15, flat-footed 20; Base Atk +7; Grp +20; Atk +15 melee (1d8+9, slam); Full Atk +15 melee (1d8+9, slam) or +13 melee (1d8+9, 2 slams); Space/Reach 5 ft./10 ft.; SA additional attack, buff, heavy armor, trip; SQ construct traits, damage reduction 5/magic, darkvision 60 ft., low-light vision; AL N; SV Fort +3, Ref +5, Will +5; Str 29, Dex 15, Con –, Int –, Wis 15, Cha 6. Height 8 ft. 0 in.

Skills and Feats: Hide –2.

Additional Attack: The astral construct gains one additional attack at its highest attack bonus, but each attack takes a –2 penalty on the attack roll.

Buff (Ex): The astral construct gains 3d10 temporary hit points (already figured into the statistics above).

Heavy Armor (Ex): The astral construct gains a +4 deflection bonus to AC (already included in the statistics above).

Trip (Ex): If the astral construct hits with a slam attack, it can attempt to trip the opponent as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the astral construct.

Construct Traits: An astral construct has immunity to poison, sleep effects, paralysis, stunning, disease, death effects, necromancy effects, mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), and any effect that requires a Fortitude save unless it also works on objects or is harmless. It is not subject to critical hits, nonlethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain. It cannot heal damage, but can be repaired. Darkvision 60 ft. and low-light vision.

Group 2: 5th-Level Astral Construct (3); CR 5; Large construct; HD 7d10; hp 68 +16 temporary; Init +2; Spd 50 ft.; AC 18, touch 12, flat-footed 16; Base Atk +5; Grp +18; Atk +13 melee (1d8+13, slam); Full Atk +13 melee (1d8+13, slam) or +11 melee (1d8+13, 2 slams); Space/Reach 5 ft./10 ft.; SQ additional attack, armor, buff, construct traits, damage reduction 5/magic, darkvision 60 ft., low-light vision; AL N; SV Fort +2, Ref +4, Will +4; Str 29, Dex 15, Con –, Int –, Wis 15, Cha 6. Height 8 ft. 0 in.

Skills and Feats: Hide –2.

Additional Attack: The astral construct gains one additional attack at its highest attack bonus, but each attack takes a –2 penalty on the attack roll.

Buff (Ex): The astral construct gains 3d10 temporary hit points (already figured into the statistics above).

Armor (Ex): The astral construct gains a +1 deflection bonus to AC (already included in the statistics above).

Construct Traits: An astral construct has immunity to poison, sleep effects, paralysis, stunning, disease, death effects, necromancy effects, mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), and any effect that requires a Fortitude save unless it also works on objects or is harmless. It is not subject to critical hits, nonlethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain. It cannot heal damage, but can be repaired. Darkvision 60 ft. and low-light vision.

Group 3: 4th-level astral construct; CR 4; Large construct; HD 5d10; hp 57; Init +2; Spd 50 ft.; AC 17, touch 12, flat-footed 15; Base Atk +3; Grp +14; Atk +9 melee (1d8+10, slam); Full Atk +9 melee (1d8+10, slam) or +7 melee (1d8+10, 2 slams); Space/Reach 5 ft./10 ft.; SQ additional attack, armor, construct traits, damage reduction 5/magic, darkvision 60 ft., low-light vision; AL N; SV Fort +1, Ref +3, Will +3; Str 25, Dex 15, Con –, Int –, Wis 15, Cha 6. Height 8 ft. 0 in,.

Skills and Feats: Hide –2.

Additional Attack: The astral construct gains one additional attack at its highest attack bonus, but each attack takes a –2 penalty on the attack roll.

Armor (Ex): The astral construct gains a +1 deflection bonus to AC (already included in the statistics above).

Construct Traits: An astral construct has immunity to poison, sleep effects, paralysis, stunning, disease, death effects, necromancy effects, mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), and any effect that requires a Fortitude save unless it also works on objects or is harmless. It is not subject to critical hits, nonlethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain. It cannot heal damage, but can be repaired. Darkvision 60 ft. and low-light vision.

Nonpsionic Notes: Normally, astral constructs can be dismissed by a psionic power. If you aren't using psionics, allow a *dispel magic* effect to dismiss them if it would succeed against a 12th-level caster.

Treasure: The box contains the following: 1,000 gp, a single large ruby (worth 550 gp), a gold-and-platinum gem-studded music box (worth 800 gp), a divine scroll of *detect evil, delay poison,* and *spiritual weapon* (caster level 12th), a power stone with *finger of fire* and *burning ray* (manifester level 5th), a *bag of tricks* (*gray*), and a *crystal mask of language* (Undercommon). It also contains a red leather pouch holding the *manacles of freedom* (see New Items section for more information).

Nonpsionic Notes: If you are not using psionics, swap out the power stone for an arcane scroll of ray of frost and burning hands. Change the crystal mask to a headband of language that allows a character to speak the indicated language (Undercommon) while wearing it.

ENDING THE ADVENTURE

No matter how the characters went through the house, their mission is complete when they have removed all the monsters from the manor. If they found the treasure hidden in the vault, they may choose whether or not to reveal its existence.

If you wish to make Haskenport an active area in your campaign, Valeri or the church could offer to sell the manor to the party. Owning it would provide the PCs with a base of operations and allow you to keep constant pressure on their money supply, since the place requires considerable repair and upkeep. Assuming that the party is well disposed toward the townsfolk, the people of Haskenport will support this idea, since the arrangement would provide them with the added protection of an adventuring group nearby, but not close enough to disturb them.

FURTHER ADVENTURES

The paladin who is searching for Genna will eventually track her to the manor house. If he finds her dead or her trail seems to end there, he will continue on to Haskenport in search of his possessions.

If the PCs revived Kadre but did not allow him to have the manacles, he shadows the group until he finds a convenient moment to steal them. If caught, he redoubles his pleas for the characters to help him free his brother skum.

The PCs could try to investigate the love letters from Hasken's bedchamber. His journal, from the sitting room, might offer clues as to the intended recipient and the reason they were never sent.

You could also build an adventure around the hobgoblins. If they were here for some purpose, others may follow, taking over the manor again or even directly threatening the town.

Finally, if the PCs purchase the manor house, they will have easy access to underground and undersea areas that can provide the grist for many additional adventures.

NEW ITEMS

Two new items are introduced in this adventure. One (the *third eye of psionic sight*) is a psionic item worn by Kadre; the other is the minor artifact he is seeking (the *manacles of freedom*).

Third Eye of Psionic Sight: This item allows the wearer to use *detect psionics* at will. The effect lasts as long as the wearer concentrates.

Faint clairsentience; ML 1st; Craft Universal Item, *detect psionics*; Price 1,000 gp.

Manacles of Freedom: The *manacles of freedom* were created a long time ago by a gith telepath who was part of the original group that escaped from the mind flayers. He created this minor artifact to ensure that he could always remain free of their mental domination.

The manacles are made of an unusual steel alloy and appear well worm. The chain that once joined them is broken, leaving the two wristbands unconnected.

These manacles render the wearer immune to charms and compulsions. Twice a day, the wearer can also break any charm or compulsion affecting another creature by making a successful touch attack against it.

Strong telepathy; ML 18th.

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